

Lecture #5: May 15th 2017

PSY100 Operant Conditioning

	Add/Give something	Take away something
Make a behaviour happen more	Positive Reinforcement - Get good things Ex: praise	Negative Reinforcement - Lose bad things Ex: headache goes away
Make a behaviour happen less	Positive Punishment - Get bad things Ex: get yelled at	Negative Punishment - Lose good things Ex: lose privileges

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MAKE A BEHAVIOUR HAPPEN <u>MORE</u>	Positive Reinforcement get good things ex. praise	Negative Reinforcement lose bad things ex. headache goes away
MAKE A BEHAVIOUR HAPPEN <u>LESS</u>	Positive Punishment get bad things ex. yelled at	Negative Punishment lose good things ex. lose privileges